



CSSA STATE GALA DAY – GENERAL RULES

If a school is late to the start of a game a forfeit will be called at half time if play has not commenced.

Unless specified by the “Rules” of a particular sport, no points will be awarded during the 1st half to the school waiting for play to commence.

A “Mercy Rule” should be enforced at all State Gala Days.

Examples:

Oztag Mercy Rule: *When a team leads by 10 points the non-scoring team will restart play with a tap kick in the centre of the halfway line instead of kicking off. Whilst ever a team remains ten or more in front the non-scoring team will tap off*

Basketball Mercy Rule: *The defense is required to drop back to within the 3pt line, when they are 20pts or more in front.*

Futsal/Football Mercy Rule: *If a team is leading by 6 goals, ie. 6-0 or 8-2, the team leading takes off one player. The game continues until the score is reduced to less than 6 clear goals. e.g. 6 -1, then the team leading can put their player back on. The non-scoring team can also restart play after a goal has been scored until the score is reduced to less than 6 clear goals.*

Pool game points are allocated as:

Win	3 points
Draw	2 points
Loss	1 point
Forfeit	0 points

Barbarian Teams cannot progress through to the semi finals

If **TWO teams** finish on equal points at the end of the round robin phase, the team to progress through will be determined by:

1. **Head to Head game played in the pool game**

If there is still no clear placing, then positions will be determined by:

2. Points Differential – Points/Goals For subtract Points/Goals Against
3. Points/Goals scored Against
4. Points/Goals scores For
5. Coin Toss

If **THREE teams** finish on equal points at the end of the round robin phase, the team to progress through will be determined by:

1. **Points Differential** – Points/Goals For subtract Points/Goals Against

If there is still no clear placing, then positions will be determined by:

2. Head to Head game played in the pool game
3. Points/Goals scored Against
4. Points/Goals scores For
5. Coin Toss

GRAND FINAL

If teams are drawn at the completion of the normal game time, a five (5) minute period of extra time will be played. If scores are still tied a five (5) minute ‘golden goal’ period will be played.

If at the end of the golden goal period scores are still tied, one player from each team will ‘drop off’ the field, with this continuing every two (2) minutes until a maximum of two players remain for each team. The golden goal rule will continue to apply through the drop off period.